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Atari Online News, Etc.
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->From the Editor’s Keyboard "Saying it like it is!"
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The weather in my area continues to be abominable! The heat and humidity continue to plague us to the point where we’re now considered to be in an "extreme drought" area. We’ve had a few scattered thunderstorms, but nothing much as far as water goes. And, to top all of this extreme weather, there was a tornado in Concord (the Revolutionary War Concord!) this past week. Concord is less than 20 miles from where I am, but we barely had a clap of thunder! Fortunately, there were no injuries from that storm!

And now, to potentially add insult to injury, we’ve just entered into the heart of hurricane season!

It seems like it was just yesterday that I was mentioning that Memorial Day weekend was rapidly approaching! Here we are, three months later and the Labor Day weekend is rapidly approaching! Schools will be starting another year shortly, too. Hey, at least that will mean fewer kids out in public during the day giving me the weird looks when they realize that there’s an old geezer taking advantage of the lure that they set off at their favorite Pokestop while playing Pokemon Go!

Until next time...

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FireBee News Update

By Fred Horvat

OK folks I spent a lot of time the past 2 weeks on my documented issues with EasyMiNT and what I thought was a DNS issue. This will be at least a 2 part article of what I did, what I found out, and where I am at.

First thing I did after a couple of months of not using EasyMiNT on the FireBee was to try it all again from scratch at home. The same thing as in the past happened that NetSurf 3.4 that when

typing in a Web Site that the request could not find the site and would time out leading me to believe that it was a DNS issue. Because if I typed the actual IP address of a Web Site 198.61.147.252 instead of its name like www.atari.com the Web Site would come up. Much easier to use it s name over the IP address any day.

Second thing I did was discuss with a 30+ year Unix Guru at work my issues and explain what I did. He told me to check certain configuration files which I did previously and told him what they contained and it all sounded good. So I asked to if he could look at the FireBee directly which he agreed to. I brought the FireBee to work. First off the other the other people in the IT department (I work in IT) were mighty impressed with the FireBee hardware and all the ports it had. Before I brought it in I told them it was a FPGA machine similar in concept to a Raspberry Pi but very specialized with many legacy and modern ports. After all the Ooohhhing and Aaahhhing I hooked it onto the network and turned the FireBee on. Once EasyMiNT booted I launched NetSurf 3.4 and . it works! I was dumbfounded to say the least. It would not work at home and on the work network it performed flawlessly. I went to the NetSurf Web Site and downloaded the latest Nightly Build of Version 3.6 and that ran perfectly too. So this left me thinking what it could be at home causing the problem.

To be Continued

Final Reminder ACEC Vintage Computer, Games, etc. Annual Swap

All,

Just a reminder that the ACEC 2016 VINTAGE COMPUTER AND VIDEO GAME SWAP MEET is Saturday August 27th 2016 at:

Maynard Ave. United Methodist Church
2350 Indianola Ave.
Columbus, Oh.

The church is located on Indianola Ave several blocks south of Hudson St.
Right now the time for the swap meet is from 9:00 a.m. to 3:00 p.m.
Admission is FREE! FREE! FREE!

Vendors, please contact us to reserve tables. As it will be first come first serve. We may have to limit the number of tables for each vendor. Please check http://www.angelfire.com/oh4/acec/acec.html back often for updates and further information. (But be aware and don t be fooled. I find this free site hosting notorious for pop-ups including virus scare alerts. As best I know there is nothing overtly malicious. Just don t click beyond club info and be ready to dismiss the junk.

Please contact Charlie at colonelatari@hotmail.com for reservations, further details.

A True Story of Digital Liberation ...
... and Power Without the Price!

Pre-order Volume 1 now. Get it in December 2016.
The Atari ST and the Creative People is a narrative hardback book series of Atari, the Atari ST Demoscene and Thalion.

Volume 1 contains 250 pages packed by history, screen art, memories, interviews and background stories from 1986 - 1990.

This long awaited book series tells the story of a generation of people which wanted to be creative at all cost. A flashback to the roots of Atari ST demo creation with legendary groups like The Exceptions, Level 16, TNT, Sync, Omega, Overlanders, Delta Force and The Carebears, challenging their contenders from overseas: The Lost Boys.

From the Union to Thalion. From freaks to professionals. From the "Golden Years" to the doom of a digital era. Read the balancing act of a few german computer freaks, founding their game company Thalion and uniting the european demo scene, to become some of the most advanced 16-bit game designers.

Fresh comments and memories of well-known programmers and artists who are looking back to their productions:
Erik Simon, Holger Flöttmann, Niklas Malmqvist, Jochen Hippel, Tim Moss, Dave Moss, Stefan Kimmlingen, Michael Raasch, Richard Karsmakers, Stefan Posthuma, Michael Schüßler, Mike Mee, Didier Plaza, Anders Cedronius, and more...

From 1986 to 1994+. This anthology will encompass three volumes with over 850 pages packed full of pixel fascination and Atari ST Megademos, presented in an all new manner. It covers the search for artistic expression and searches for the reasons.

Imaginative tableaus translate the visions of unforgettable Atari ST demos and give the 80’s a fresh look.

More than 15 exclusive interviews with legendary demo makers and game producers reveal inspiring insights about the beginning of creative careers in the era of 16-bit computing.

Erik Simon (ES/TEX, Thalion), Jochen Hippel (Mad Max/TEX, Thalion), Richard Karsmakers (Cronos/ST News, Thalion), Marc Rosocha (Marc/Gigabyte Crew, Eclipse), Michael Raasch (Daryl/TEX, Thalion), Tim Moss (Manikin/The Lost Boys), Dave Moss (Spaz/The Lost Boys), Michael Schüßler (Sammy Joe/The Lost Boys), Stefan Posthuma (Digital Insanity/ST News, The Lost Boys), Stefan Kimmlingen (Tyrem/The Respectables), Niklas Malmqvist (Tanis/The Carebears), Anders Cedronius (An Cool/The Carebears), Michael Grohe (Thalion), Celal Kandemiroglu (Thalion), Mike Mee (Mug U.K/Atari Legend), Didier Plaza (Checksum/Equinox) and more...

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->In This Week’s Gaming Section - Duke Nukem 3D To Get 20th Anniversary Re-release!
""""""""""""""""""""""""""""""""" First Batch of Xbox Design Lab Custom Controllers!

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->A-ONE’s Game Console Industry News - The Latest Gaming News!
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Duke Nukem 3D Appears Set for A 20th Anniversary Re-release

A new Duke Nukem teaser site hints at a re-release of Duke Nukem 3D and perhaps other entries in the series for the game s 20th anniversary, if you follow the clues.

The fine print on the teaser site mentions a company called Balls of Steel LLC, which is registered with the Texas state government under the same address as Gearbox Software. (The name comes from Balls of Steel, a pinball offshoot of the Duke Nukem franchise.)

Gearbox Publishing, a label under Gearbox Software, is listed as the publisher and distributor of Duke Nukem. The company claimed the full rights to the Duke Nukem brand in August 2015, in a settlement of an intellectual property lawsuit between Gearbox, 3D Realms and Interceptor Entertainment.

Five older Duke Nukem games disappeared from digital retailers such as Steam and GOG.com at the end of 2015, when 3D Realms rights to sell the titles expired. The games in question were Duke Nukem, Duke Nukem 2, Duke Nukem 3D Atomic Edition, Balls of Steel and Duke Nukem: Manhattan Project.

At the time, a GOG.com representative told Polygon that the company was in talks with Gearbox to bring the games back soon. But it now appears that Gearbox wanted to hold out until it could put together something special. The teaser site sports a banner at the top that reads "happy 20th anniversary"; Duke Nukem 3D was released in 1996, 20 years ago. The Duke Nukem community team has also created or revitalized social media pages for the brand on Twitter, Facebook and Instagram.

More notably, the teaser site features a countdown clock that expires at 5 p.m. PT on Friday, Sept. 2. That happens to be the exact time when Gearbox s PAX West 2016 panel ends, so the smart money is on a Duke Nukem announcement coming during the session. The panel, "Inside Gearbox Software," will run from 4-5 p.m. in the Main Theatre at PAX. We ve reached out to Gearbox to ask about the teaser site, and will update this article with any information

we receive.

First Batch of Xbox Design Lab Custom Controllers Arrives in September

Microsoft is boxing up its initial shipment of player-customized Xbox Design Lab controllers for the Xbox One, announcing that its first wave of vibrantly colorful gamepads will arrive on player doorsteps in September.

Xbox Design Lab controllers are still up for pre-order, and newly created designs will ship out within 14 business days.

The Xbox Design Lab is an online customization program that allows players to outfit Xbox One controllers with colorful shells, buttons, analog sticks, and d-pads. Microsoft notes that Xbox Design Lab controllers offer players 8 million different color combinations to choose from, and custom-crafted designs can be shared across Facebook, Instagram, and Twitter.

Xbox Design Lab gives players an easy way to identify their Xbox One controllers in a group setting with a personalized touch. Custom-built controllers can also be outfitted with a laser-engraved 16-character message, making it easier to identify your hardware if an opponent tries to swipe your controller at a local meet-up.

Microsoft s made-to-order Xbox Design Lab controllers are currently available for purchase in the United States, Canada, and Puerto Rico, and the company plans to [bring] Xbox Design Lab to more Xbox markets in 2017 and will have more to share in the near future.

Xbox One owners have multiple options with regard to controller input, as the recently launched Xbox One S console introduced a redesigned controller with Bluetooth support, boosted wireless range, and textured grips. Players who demand precision may opt to pick up the Xbox Elite Wireless Controller, a $150 device that boasts customizable metal analog sticks, a disc-shaped d-pad, and rear slots for interchangeable paddles.

Hardware appears to be a major component of Microsoft s Xbox platform strategy, as the company recently revealed that an upgraded version of its Xbox One console is in the works. Code-named Scorpio, the upcoming Xbox One hardware refresh is rumored to feature a faster GPU, VR compatibility, and support for 4K resolutions.

Xbox Design Lab controllers can be customized and ordered via Microsoft s website. Prices for custom orders start at $80.

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The Latest in Computer Technology News
Compiled by: Dana P. Jacobson

US Prepares To Hand Over Power of the Internet's Naming System

The US government's 20-year role in governing a crucial part of the internet is about to end.

Starting October 1, the US will no longer have power over the domain naming system (DNS), the US Department of Commerce said in a blog post Tuesday.

The DNS is one of the core components of the internet, linking every web address to servers using a unique set of numbers, commonly referred to as an IP address. Control of the system will be passed from the US government to a multi-stakeholder nonprofit organization based in Los Angeles called the Internet Corporation for Assigned Names and Numbers (ICANN).

For the world's internet users, the handoff will go largely unnoticed; day-to-day use of the internet will not be affected. Instead, the transfer has been designed to ensure that the DNS continues to be a strong, reliable pillar of the internet for years to come. Proponents of the move, including the Obama administration, believe privatization will help maintain international support for the system and prevent governance of the internet from becoming a point of dispute.

But some US politicians, including former Republican presidential hopeful Ted Cruz, are critical of the decision to transfer control of the DNS away from the US government. In a speech at the Republican National Convention last month, Cruz said he feared the system will now be open to interference from foreign governments after being safely guarded for years by the US.

The switch has not come as a surprise to anyone, though. In fact, it has been many years in the making. The US government's caretaking of the system was always supposed to be a temporary measure and its partnership with ICANN stretches back as far as 1998.

The agreement to complete the transition was made back in 2014. As of Tuesday, the government is satisfied that ICANN is ready to take charge of the system, Lawrence Strickling, assistant secretary for communications and information, said in the Commerce Department's blog post.

"For the last 18 years, the United States has been working with the global Internet multi-stakeholder community to establish a stable and secure multi-stakeholder model of Internet governance that ensures that the private sector, not governments, takes the lead in setting the future direction of the Internet's domain name system," Strickland said.

The model has been vital the internet's evolution into a "dynamic platform for innovation, economic growth and free expression," he added.

The NSA Leak Is Real, Snowden Documents Confirm

Sam Biddle, reporting for The Intercept:

On Monday, A hacking group calling itself the "ShadowBrokers" announced an auction for what it claimed were "cyber weapons" made by the NSA. Based on never-before-published documents provided by the whistleblower Edward Snowden, The Intercept can confirm that the arsenal contains authentic NSA software, part of a powerful constellation of tools used to covertly infect computers worldwide. The provenance of the code has been a matter of heated debate this week among cybersecurity experts, and while it remains unclear how the software leaked, one thing is now beyond speculation: The malware is covered with the NSA's virtual fingerprints and clearly originates from the agency. The evidence that ties the ShadowBrokers dump to the NSA comes in an agency manual for implanting malware, classified top secret, provided by Snowden, and not previously available to the public. The draft manual instructs NSA operators to track their use of one malware program using a specific 16-character string, "ace02468bdf13579." That exact same string appears throughout the ShadowBrokers leak in code associated with the same program, SECONDDATE. SECONDDATE plays a specialized role inside a complex global system built by the U.S. government to infect and monitor what one document estimated to be millions of computers around the world. Its release by ShadowBrokers, alongside dozens of other malicious tools, marks the first time any full copies of the NSA's offensive software have been available to the public, providing a glimpse at how an elaborate system outlined in the Snowden documents looks when deployed in the real world, as well as concrete evidence that NSA hackers don't always have the last word when it comes to computer exploitation.

China Launches World's 1st 'Hack-Proof' Quantum Communication Satellite

China has taken one more step forward towards achieving success in Quantum communication technology.

China has launched the world's first quantum communications satellite into orbit aboard a Long March-2D rocket earlier today in order to test the fundamental laws of quantum mechanics at space.

The satellite, dubbed Quantum Science Satellite, is designed to develop a 'Hack-Proof' communications system in this age of global electronic surveillance and cyber attacks by transmitting uncrackable encryption keys from space to the ground.

The 600-plus-kilogram Quantum Science Satellite, better known as Quantum Experiments at Space Scale (QUESS) satellite, took off from the Jiuquan Satellite Launch Center in Gobi Desert at 1:40 AM local time on a 2-year mission on Tuesday.

The QUESS satellite will help China perform unprecedented levels of experiments in quantum communication by sending entangled photons from the satellite to relay stations in China and Europe, which is separated by about 1,200 kilometers (746 miles).

The pioneering experiment is to test if the spooky property of quantum entanglement can work at long distances as well.

The satellite’s payloads include:

- Quantum key communicator
- Quantum entanglement emitter
- Quantum entanglement source
- Quantum experiment controller
- Processor
- Laser communicator

The payloads, designed to operate for two years, were developed by the National Space Science Center in Beijing under the Chinese Academy of Sciences.

The QUESS satellite will also test the possibilities of communication via quantum ’teleportation,’ using an entangled pair of photons.

If the satellite is able to successfully transmit quantum information securely between two ground stations, it could have huge implications for encryption and cryptography.

China has largely been ambitious to realize the importance of Quantum technology. From past two decades, Quantum technology has been a top strategic focus in the country’s 5-year economic development plan.

While the United States invested about $200 Million a year in quantum research, China spent $101 Billion in quantum physics in 2015, up from $1.9 Billion in 2005.

Quantum communication encryption is secure against any kind of interception because information is encoded in a quantum particle in such a way that it will be destroyed as soon as the system detects any intrusion attempts.

For example, when two people share an encrypted quantum message and a third person intercepts it, the message will change in an unpredictable way.

Quantum researchers have recently experimented the use of photons to successfully communicate securely over short distances on earth.

But if successful, the QUESS satellite would vastly expand the range of unhackable communication to long distances as well.

"The newly-launched satellite marks a transition in China’s role - from a follower in classic information technology development to one of the leaders guiding future achievements," Pan Jianwei, the scientist who is leading the project, told the official Xinhua news agency.

If successful, the QUESS satellite would be the world's first transcontinental quantum key distribution network of its kind and China hopes to erect a global quantum communications network in 2030.

"If China is going to send more quantum communication satellites into orbit, we can expect a global network of quantum communications to be set up around 2030," Pan added.

India Threatens 3-Year Jail Sentences For Viewing Blocked Torrents

"It is official now. The punishment for rape is actually less..." writes an anonymous Slashdot reader, who adds that "Some users think that this is all the fault of Bollywood/Hollywood movie studios. They are abusing power, court and money..." India Today reports:

The Indian government, with the help of internet service providers, and presumably under directives of court, has banned thousands of websites and URLs in the last five odd years. But until now if you somehow visited these "blocked URLs" all was fine. However, now if you try to visit such URLs and view the information, you may get a three-year jail sentence as well as invite a fine...

This is just for viewing a torrent file, or downloading a file from a host that may have been banned in India, or even for viewing an image on a file host like Imagebam. You don't have to download a torrent file, and then the actual videos or other files, which might have copyright. Just accessing information under a blocked URL will land you in jail and leave your bank account poorer.

While it's not clear how this will be enforced, visiting a blocked URL in India now leads to a warning that "Viewing, downloading, exhibiting or duplicating an illicit copy of the contents under this URL is punishable as an offence under the laws of India, including but not limited to under Sections 63, 63-A, 65 and 65-A of the Copyright Act, 1957 which prescribe imprisonment for 3 years and also fine of up to Rs. 3,00,000..."

Group Wants To Shut Down Tor for a Day on September 1

A group is calling for a full 24-hour shutdown of the Tor network in protest against the way the Project dealt with the Jake Applebaum sexual misconduct accusations, and because of recent rumors it might be letting former government agents in its ranks.

The protest, #torstrike, was uploaded online on the GhostBin website and asks Tor users not to use the service for 24 hours and for Tor workers to shut down nodes and not work on the Tor Project's software.

The call for protest called on other Tor-related projects like

the Tails OS and the Library Freedom Project to join the Tor blackout.

The following rationale is given for the #torstrike mobilization call, which pins the blame solely on the Tor Project's leadership.

> Tor can no longer be trusted after #jakegate / #torgate and hire of CIA. Its sinking credibility is putting people at risk. We hope it can be healed and regain trust with mass action. A short blackout may hurt in the short term, but save Tor in the long term. It will also allow dissenting voices to be heard.

The protesters have made 16 demands, ten regarding Applebaum's investigation and ruling, and six against a supposed infiltration of Tor's ranks by government agents.
"Demands regarding the Applebaum investigation"

The group wants Shari Steele to leave the Tor Project and the appointment of a new Executive Director. They also want Roger Dingledine, President and co-founder of the Tor Project, to leave as well.

They also want the newly elected Board Members to reveal any connection to the Applebaum investigation and leave if they had a part to play.

The group is asking for the details on Applebaum's investigative and punitive process to be made public, asking all Tor employees that participated in this investigation to leave.

The group is mad because one of the persons that Applebaum supposedly sexually assaulted was part of the official investigation. The same reasons were cited last week by another Tor node operator, Stephan Seitz, when he announced he'd be closing down his node. In mid-July, another core Tor node operator left the project, also citing ethics.

Before leaving, Setiz pointed the Tor team to a blog post from Marie Gutbub, another Tor Project member that left, which reads: "I have never heard of any respected court in a democratic country where an accuser is part of the jury or a judge."
[UPDATE: A third Tor node operator has also asked the Tor Project to clarify the Applebaum allegations, threatening to leave.]

The #torstrike group also asked for the persons behind the JacobAppelbaum.net and the @JakeMustDie and @VictimsOfJake Twitter accounts to come forward and their identities made public. This website and social media accounts were used to publish details about Applebaum's sexual misconduct.

The group also said that any cyber-bullies must leave the project and that (9) both Applebaum and his accusers must clarify their stories.

Last but not least, the protesters wanted the Tor Project to explain why (10) it gave The New York Times an exclusive in the Jacob Applebaum investigation, calling it "highly unusual and an embarrassment."

Accusations of Applebaum's misbehavior were slung around for

years, but only this June made headlines, when Applebaum was forced to leave while the Project started an official investigation, which later concluded that he had to leave the Project for good.

In its last six demands, the group asked for the Tor Project and its members to come forward and oust any members with past or present ties to government, military, or intelligence agencies, asking for these persons to leave or be thrown out.

They also wanted the Tor Project to publish an annual report on current staff and active volunteers, detailing their backgrounds.

"We know from IRC logs that Tor Project staff knew of a CIA hire on at least one occasion and kept it secret," the accusers wrote. "Some advocated for the hire, at length."

Privacy Group: Microsoft Should Come Clean About Malicious Windows 10

Windows 10 has had a difficult first year in the world. Although the operating system itself has been generally praised, concerns over privacy and the overly pressurized upgrades have made with Windows 10 upgrade into way more of a saga than Microsoft needed.

The Electronic Frontier Foundation, an advocacy group for digital rights, has published a no-holds-barred blog post condemning Windows 10 s collection of data, and the malicious way Microsoft pushed 10 onto consumers. If you re not a fan of seeing Microsoft being verbally beaten up, this will be a rough ride.

Amul Kalia, the author of the piece, starts out by attacking Microsoft s well-documented attempts to push Windows 10 installs:

> The tactics Microsoft employed to get users of earlier versions of Windows to upgrade to Windows 10 went from annoying to downright malicious. Some highlights: Microsoft installed an app in users system trays advertising the free upgrade to Windows 10. The app couldn t be easily hidden or removed, but some enterprising users figured out a way. Then, the company kept changing the app and bundling it into various security patches, creating a cat-and-mouse game to uninstall it.

They go on to describe Microsoft s later attempts to push installs as highly deceptive, and say Microsoft chose to employ questionable tactics to cause users to download a piece of software that many didn t want.

Then, attention turns to what Windows 10 actually does once it s been installed on your machine:

> Windows 10 sends an unprecedented amount of usage data back to Microsoft, particularly if users opt in to personalize the software using the OS assistant called Cortana. Here s a non-exhaustive list of data sent back: location data, text input, voice input, touch input, webpages you visit, and telemetry data regarding your general usage of your computer, including which

programs you run and for how long.

All in all, it s a succinct and damning report on how Microsoft screwed up what should have been a very easy software update. Ultimately, with Windows 10, Microsoft was giving away a much-improved piece of software to its users. How it managed to screw that up so badly that the EFF is writing bad editorials well, you just need to read it to find out.

New Operating System for Google?

Word out in the blogosphere is that Google is working on a new operating system but there is very little information on the details.

According to a code-sharing site, GitHub, the new OS is being called Fuchsia, but all that was revealed was a vague post:
Pink + Purple = Fuchsia.

Fuchsia is different from Android and Chrome OS because it doesn t run on the Linux kernel.

No one outside Google knows exactly what Fuchsia is for, but theories have already started to circulate. Some say the new OS could run on everything from cars, traffic lights, and digital watches to smartphones, tablets, and PCs.

So far, there has been no official announcement from Google just a lot of fun industry speculation.

Microsoft Wants To Pay You To Use Its Windows 10 Browser Edge

An anonymous reader shares a report by The Guardian:

Microsoft has a new browser. It launched with Windows 10 and it’s called Edge. The company says it’s faster, more battery efficient and all-round better than Chrome or Firefox. You can even draw on websites with a stylus. Trouble is, not very many people are using it. So now Microsoft’s trying to bribe you to switch. The newly rebranded Microsoft Rewards - formerly Bing Rewards, which paid people for using Bing as their search engine (another product Microsoft says is better than a Google product but that very few people actually use) -- will now pay you for using Edge, shopping at the Microsoft store, or using Bing. Users of Edge who sign up to Microsoft Rewards, which is currently US-only, are then awarded points simply for using the browser. Microsoft actively monitors whether you’re using Edge for up to 30 hours a month. It tracks mouse movements and other signs that you’re not trying to game the system, and you must also have Bing set as your default search engine. Points can then be traded in for vouchers or credit for places such as Starbucks, Skype, Amazon and ad-free Outlook.com - remember, if you’re not paying for something, you are the product.

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